Aggron

110 HP

STAGE 2

Evolves from Lairon

Illus. Mitsuhiro Arita

Retaliate 10×

Flip a coin. If heads, this attack does 10 damage times the number of damage counters on Aggron.

Mega Punch 40

Double Lariat 70×

Flip 2 coins. This attack does 70 damage times the number of heads.

weakness

resistance -30

retreat cost

Beautifly

80 HP

STAGE 2

Evolves from Silcoon

Illus. Hajime Kusajima

Poké-BODY **Withering Dust**

As long as Beautifly is in play, do not apply Resistance for all Active Pokémon.

Stun Spore 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Parallel Gain 50

Remove 1 damage counter from each of your Pokémon, including Beautifly.

weakness resistance retreat cost

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Blaziken

100 HP

STAGE 2

Evolves from Combusken

Illus. Kouki Saitou

Poké-POWER **Firestarter**

Once during your turn *(before your attack)*, you may attach a Energy card from your discard pile to 1 of your Benched Pokémon. This power can't be used if Blaziken is affected by a Special Condition.

Fire Stream 50

Discard a Energy card attached to Blaziken. If you do, this attack does 10 damage to each of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

Camerupt

90 HP

STAGE 1

Evolves from Numel

Illus. Ken Sugimori

Lava Burn 20

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Fire Spin 100

Discard 2 basic Energy cards attached to Camerupt or this attack does nothing.

weakness | resistance | retreat cost

Delcatty

70 HP

Illus. Atsuko Nishida

STAGE 1

Evolves from Skitty

Poké-Power **Energy Draw**

Once during your turn *(before your attack)*, you may discard 1 Energy card from your hand. Then draw up to 3 cards from your deck. This power can't be used if Delcatty is affected by a Special Condition.

Max Energy Source 10×

Does 10 damage times the amount of Energy attached to all of your Active Pokémon.

weakness resistance retreat cost

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Dustox

90 HP

STAGE 2

Evolves from Cascoon

Illus. Midori Harada

Poké-BODY **Protective Dust**

Prevent all effects of attacks, except damage, done to Dustox by the Attacking Pokémon.

Toxic

The Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on the Defending Pokémon between turns.

Gust 50

weakness resistance retreat cost

Gardevoir

100 HP

STAGE 2 *Evolves from Kirlia*

Illus. Ken Sugimori

Poké-Power **Psy Shadow**

Once during your turn (*before your attack*), you may search your deck for a Energy card and attach it to 1 of your Pokémon. Put 2 damage counters on that Pokémon. Shuffle your deck afterward. This power can't be used if Gardevoir is affected by a Special Condition.

Energy Burst 10×

Does 10 damage times the total amount of Energy attached to Gardevoir and the Defending Pokémon.

weakness resistance retreat cost

Hariyama

90 HP

STAGE 1

Evolves from Makuhita

Illus. Naoya Kimura

Super Slap Push

Does 20 damage to each Defending Pokémon.

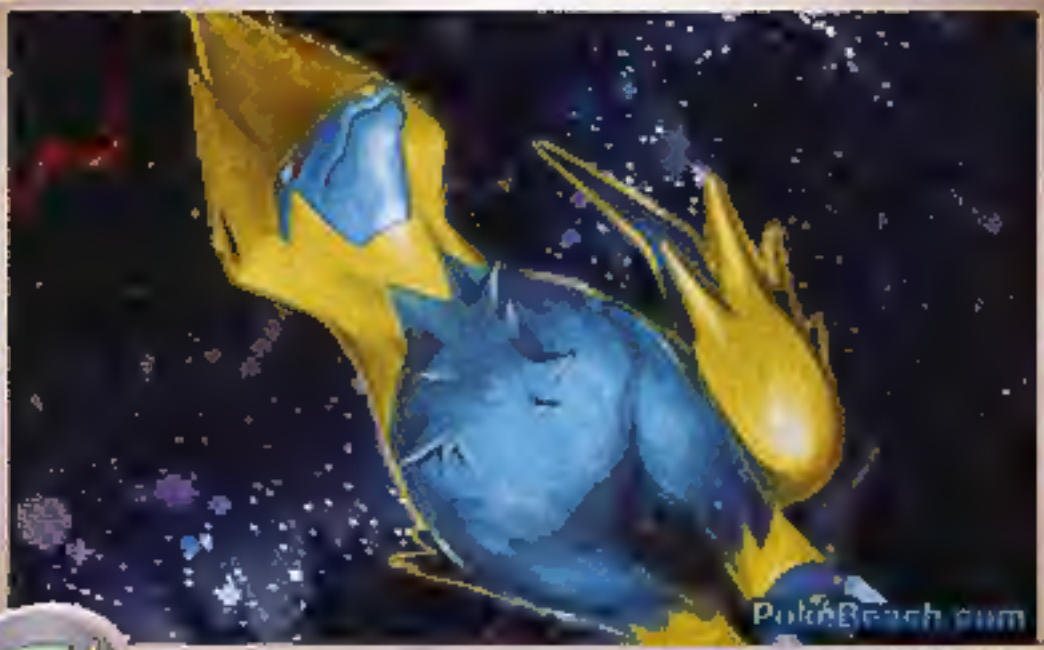
Mega Throw 40+

If the Defending Pokémon is a Pokémon-ex, this attack does 40 damage plus 40 more damage.

weakness | resistance | retreat cost

Manectric

70 HP



STAGE 1

Evolves from Electrike

Illus. Mitsuhiro Arita

Attract Current 10

Search your deck for a Energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

Thunder Jolt 50

Flip a coin. If tails, Manectric does 10 damage to itself.

weakness | resistance -30 | retreat cost

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Mightyena

70 HP

STAGE 1

Evolves from Poochyena

Illus. Atsuko Nishida

Poké-BODY Intimidating Fang

As long as Mightyena is your Active Pokémon, any damage done to your Pokémon by an opponent's attack is reduced by 10 *(before applying Weakness and Resistance)*.

Shakedown 40

Flip a coin. If heads, choose 1 card from your opponent's hand without looking and discard it.

weakness | resistance -30 | retreat cost

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Sceptile

120 HP

STAGE 2 — Evolves from Grovyle

Illus. Midori Harada

Lizard Poison 20

If 1 Energy is attached to Sceptile, the Defending Pokémon is now Asleep. If 2 Energy is attached to Sceptile, the Defending Pokémon is now Poisoned. If 3 Energy is attached to Sceptile, the Defending Pokémon is now Asleep and Poisoned. If 4 or more Energy is attached to Sceptile, the Defending Pokémon is now Asleep, Burned, and Poisoned.

Solarbeam 70

weakness — resistance -30 — retreat cost

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Slaking

120 HP

STAGE2 Evolves from Vigoroth

Illus. Ken Sugimori

Poké-BODY **Lazy**

As long as Slaking is your Active Pokémon, your opponent's Pokémon can't use any Poké-Powers.

Critical Move 100

Discard a basic Energy card attached to Slaking or this attack does nothing. Slaking can't attack during your next turn.

weakness resistance retreat cost

Swampert

110 HP

STAGE 2 Evolves from Marshtomp

Illus. Mitsuhiro Arita

Poké-POWER **Water Call**

Once during your turn *(before your attack)*, you may attach a Water Energy card from your hand to your Active Pokémon. This power can't be used if Swampert is affected by a Special Condition.

Water Water Colorless Colorless **Hypno Splash** 50

The Defending Pokémon is now Asleep.

weakness resistance retreat cost

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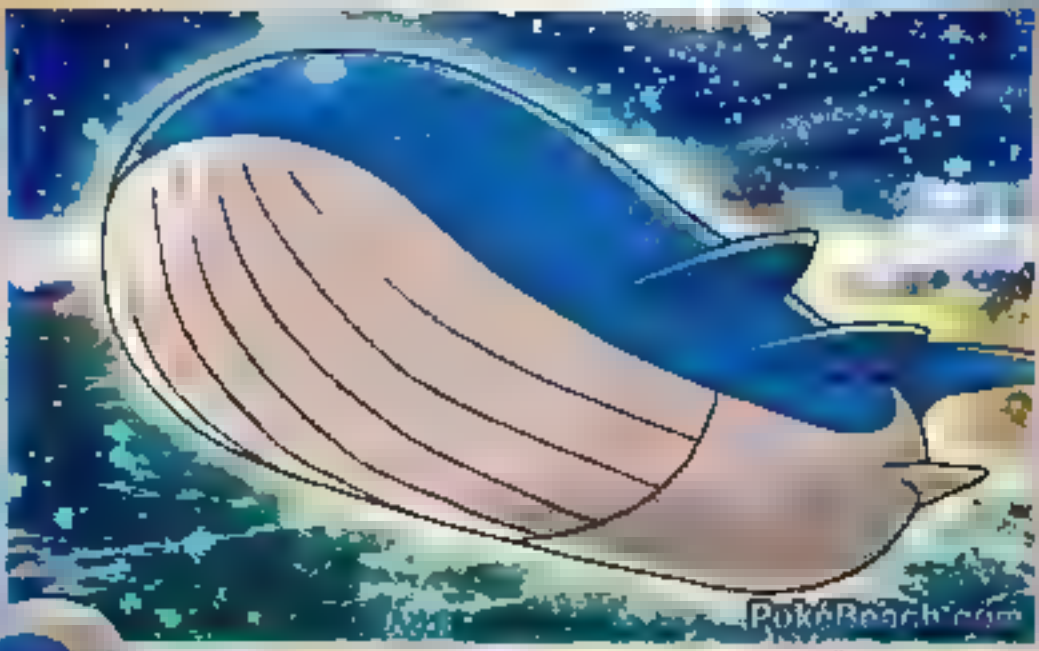
Wailord

120 HP



STAGE 1

Evolves from Wailmer

Illus. Ken Sugimori

Take Down 50

Wailord does 20 damage to itself.

Surf 70

weakness | resistance | retreat cost

©2003 Pokémon/Nintendo

Blaziken

110 HP

STAGE 2

Evolves from Combusken

Illus. Ken Sugimori

Clutch 20

The Defending Pokémon can't retreat until the end of your opponent's next turn.

Flamethrower 80

Discard a Energy card attached to Blaziken

weakness resistance retreat cost

Breloom

70 HP

Illus. Ken Sugimori

STAGE 1 *Evolves from Shroomish*

Headbutt 20

Battle Blast 40+

Does 40 damage plus 10 more damage for each Energy attached to Breloom.

weakness resistance retreat cost

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Donphan

80 HP

STAGE 1 Evolves from Phanpy

Rend 20+

If the Defending Pokémon has any damage counters on it, this attack does 20 damage plus 20 more damage

Double Spin 60×

Flip 2 coins. This attack does 60 damage times the number of heads

weakness resistance retreat cost

Nosepass

60 HP

BASIC

Invisible Hand

If any of your opponent's Active Pokémon are Evolved Pokémon, search your deck for any 1 card and put it into your hand. Shuffle your deck afterward.

Repulsion

Flip a coin. If heads, your opponent returns the Defending Pokémon and all cards attached to it to his or her hand. (If your opponent doesn't have any Benched Pokémon or other Active Pokémon, this attack does nothing.)

weakness resistance retreat cost

Pelipper

70 HP

Illus. Kouki Saitou

STAGE 1 Evolves from Wingull

Stockpile

During your next turn, Spit Up's base damage is 70 instead of 30, and Swallow's base damage is 60 instead of 20.

Spit Up 30

Swallow 20

After your attack, remove from Pelipper the number of damage counters equal to the damage you did to the Defending Pokémon. If Pelipper has fewer damage counters than that, remove all of them.

weakness resistance -30 retreat cost

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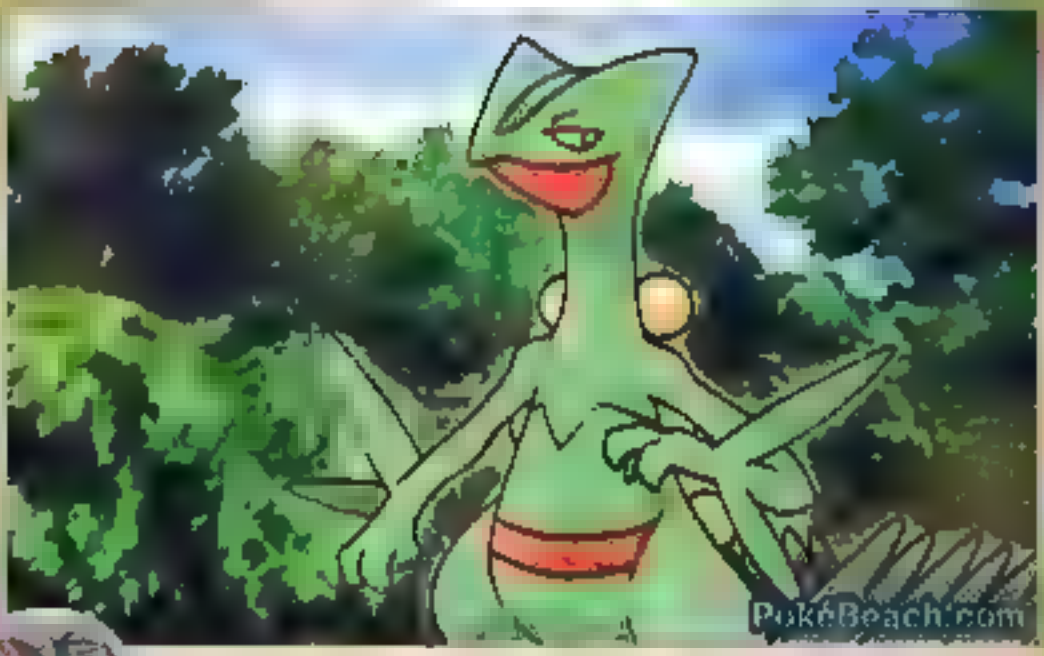
Sceptile

100 HP



STAGE 2 Evolves from Grovyle

Poké-Power **Energy Trans**

As often as you like during your turn *(before your attack)*, move a Energy card attached to 1 of your Pokémon to another of your Pokémon This power can't be used if Sceptile is affected by a Special Condition.

Tail Rap 50×

Flip 2 coins. This attack does 50 damage times the number of heads.

weakness resistance -30 retreat cost

Seaking

70 HP

STAGE 1

Evolves from Goldeen

Water Arrow

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Fast Stream 30

Move 1 Energy card attached to the Defending Pokémon to the other Defending Pokémon. (Ignore this effect if your opponent has only 1 Defending Pokémon.)

weakness resistance retreat cost

Sharpedo

70 HP

PokéBeach.com

Illus. Hajime Kusajima

STAGE 1 Evolves from Carvanha

Poké-BODY **Rough Skin**

If Sharpedo is your Active Pokémon and is damaged by an opponent's attack *(even if Sharpedo is Knocked Out)*, put 2 damage counters on the Attacking Pokémon.

Dark Slash 40+

You may discard a Energy card attached to Sharpedo. If you do, this attack does 40 damage plus 30 more damage

weakness resistance retreat cost

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Swampert

100 HP

STAGE 2 Evolves from Marshtomp

Illus. Ken Sugimori

Poké-BODY **Natural Remedy**

Once during your turn *(before your attack)*, when you attach a Energy card from your hand to Swampert, remove 1 damage counter from Swampert.

Water Arrow

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokemon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Waterfall 50

weakness resistance retreat cost

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Weezing

80 HP

Illus. Atsuko Nishida

STAGE 1 Evolves from Koffing

Confusion Gas 10

The Defending Pokémon is now Confused.

Poison Smog

Each Defending Pokémon is now Poisoned. Does 10 damage to each of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

Aron

50 HP

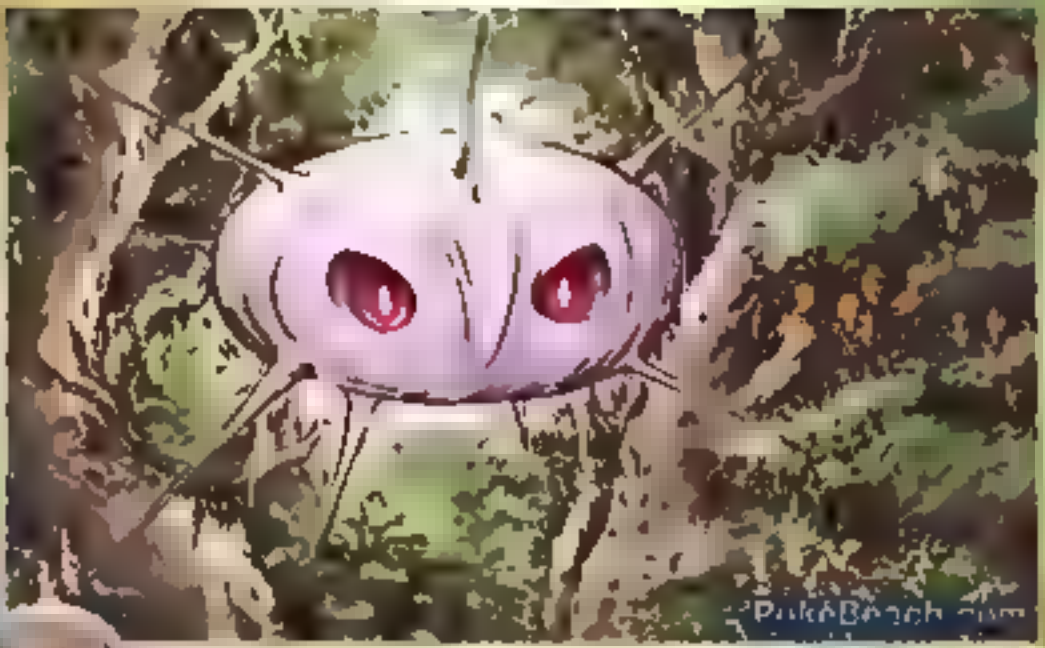
Rollout 10

Double Stab 20×

Flip 2 coins. This attack does 20 damage times the number of heads

Cascoon

70 HP



STAGE 1 Evolves from Wurmple

Poké-BODY **Hard Cocoon**

During your opponent's turn, if Cascoon would be damaged by an opponent's attack *(after applying Weakness and Resistance)*, flip a coin. If heads, reduce that damage by 30.

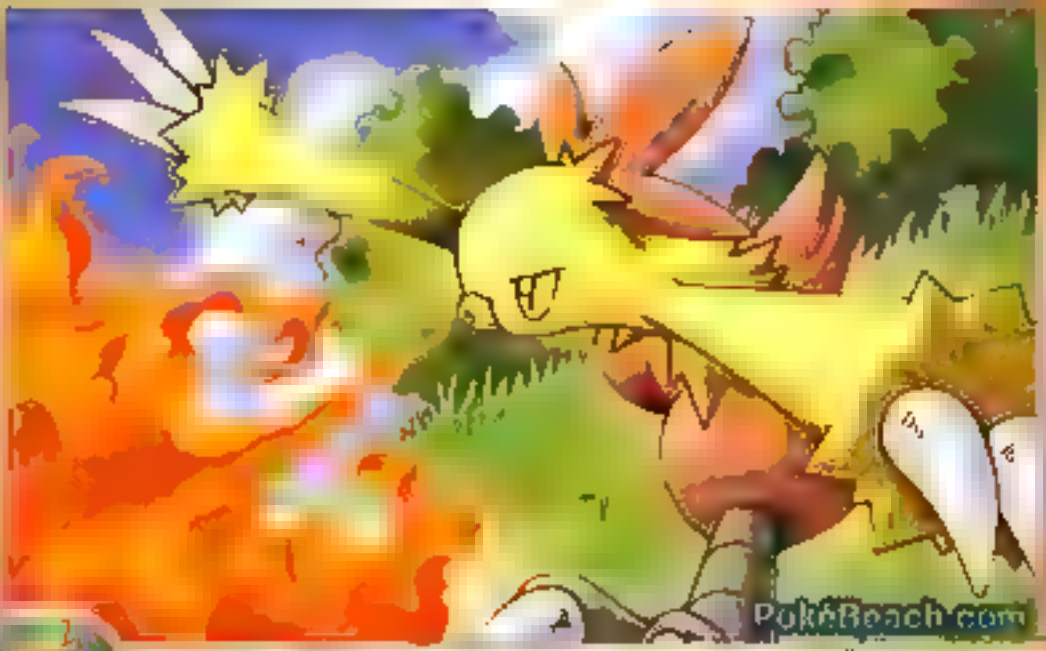
Poison Thread

The Defending Pokémon is now Poisoned.

weakness resistance retreat cost

Combusken

70 HP



STAGE 1 *Evolves from Torchic*

Illus. Kouki Saitou

Flare 20

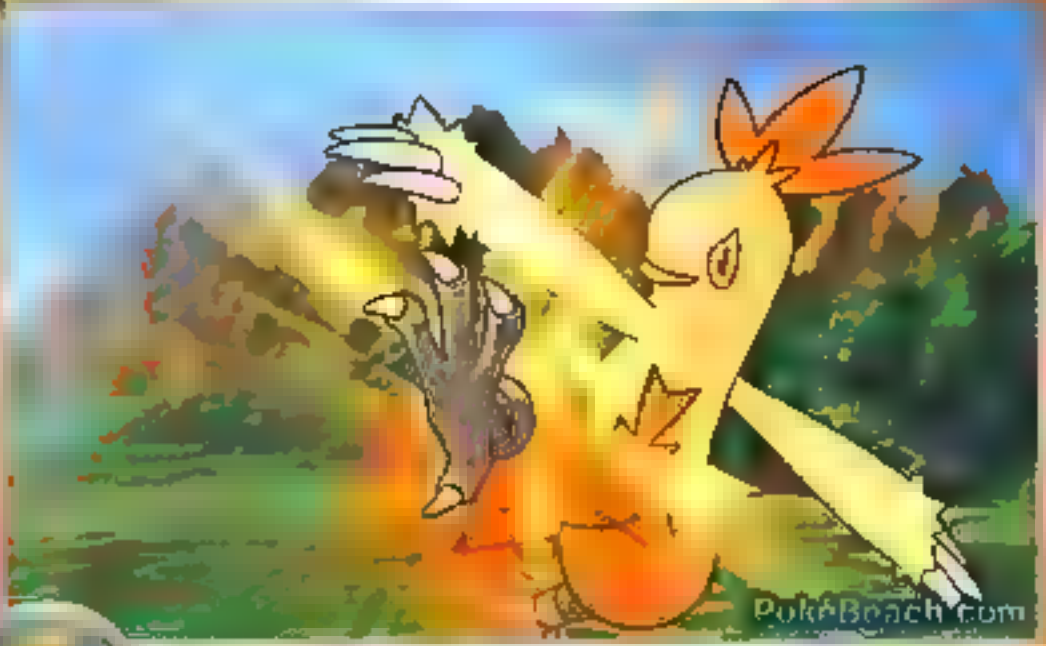
Double Kick 40x

Flip 2 coins. This attack does 40 damage times the number of heads.

weakness resistance retreat cost

Combusken

80 HP



Illus. Ken Sugimori

STAGE 1 Evolves from Torchic

Poké-BODY **Natural Cure**

When you attach a Energy card from your hand to Combusken, remove all Special Conditions from Combusken.

Lunge 50

Flip a coin. If tails, this attack does nothing.

weakness resistance retreat cost

Delcatty

80 HP

STAGE 1 *Evolves from Skitty*

Illus. Ken Sugimori

Energy Call 10

Attach 1 Energy card from your discard pile to your Active Pokémon.

Cannonball 30+

Does 30 damage plus 10 more damage for each Energy attached to Delcatty but not used to pay for this attack's Energy cost.

weakness resistance retreat cost

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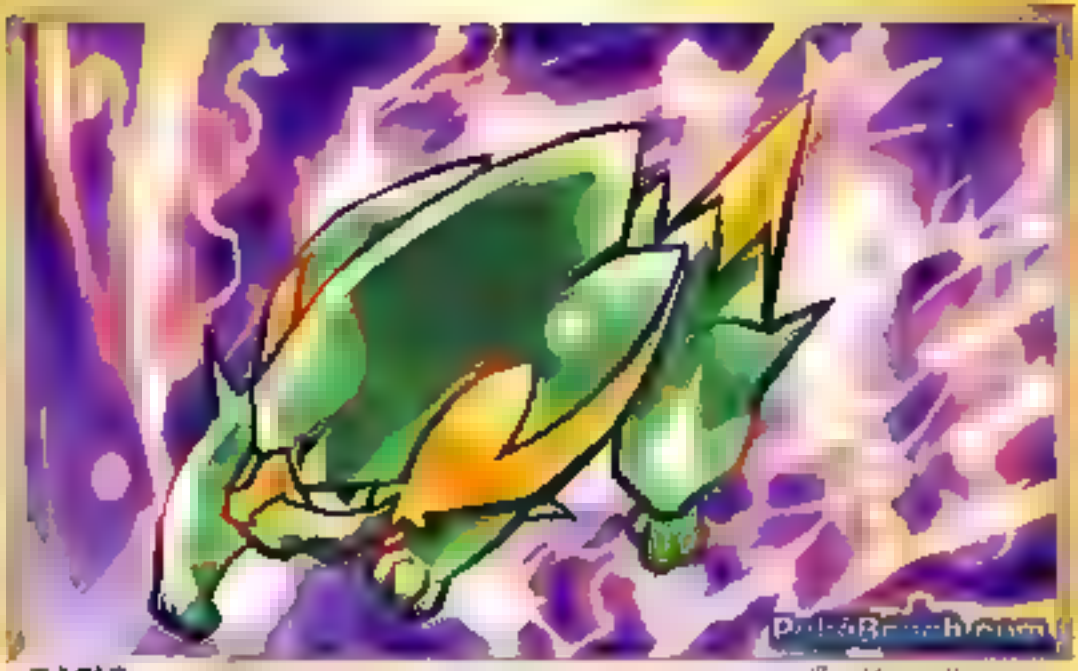
Electrike

50 HP



BASIC

Ilya Kovalenko

Charge

Attach a Energy card from your discard pile to Electrike.

Thunder Jolt 30

Flip a coin. If tails, Electrike does 10 damage to itself.

weakness resistance -30 retreat cost

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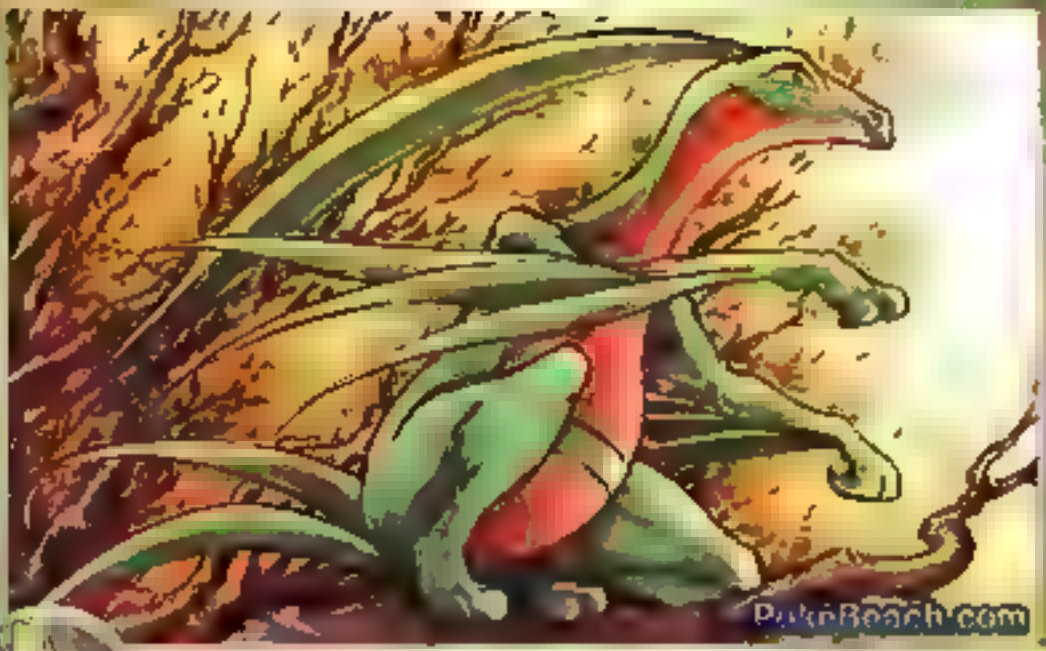
Grovyle

70 HP



STAGE 1 Evolves from Treecko

Illus. Mauro Haroldi

Poison Breath

The Defending Pokémon is now Poisoned

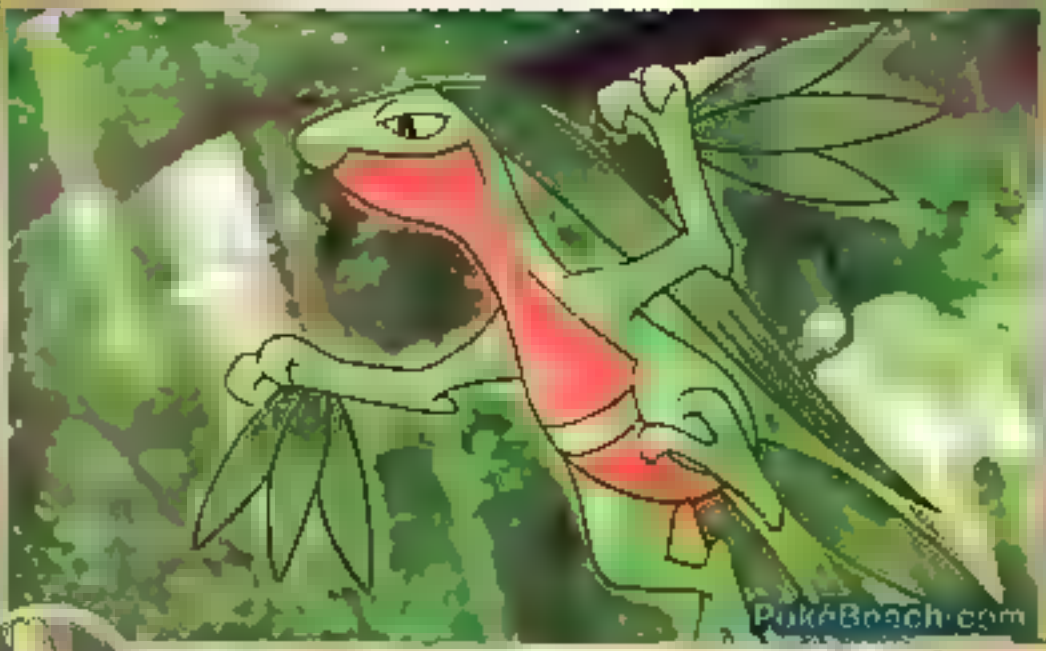
Swift 30

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

weakness resistance -30 retreat cost

Grovyle

80 HP



Illus. Ken Sugimori

STAGE 1 *Evolves from Treecko*

Poké-BODY **Natural Cure**

When you attach a Energy card from your hand to Grovyle, remove all Special Conditions from Grovyle.

Slash 20

weakness resistance -30 retreat cost

Hariyama

80 HP

STAGE 1 / Evolves from Makuhita

Shove 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

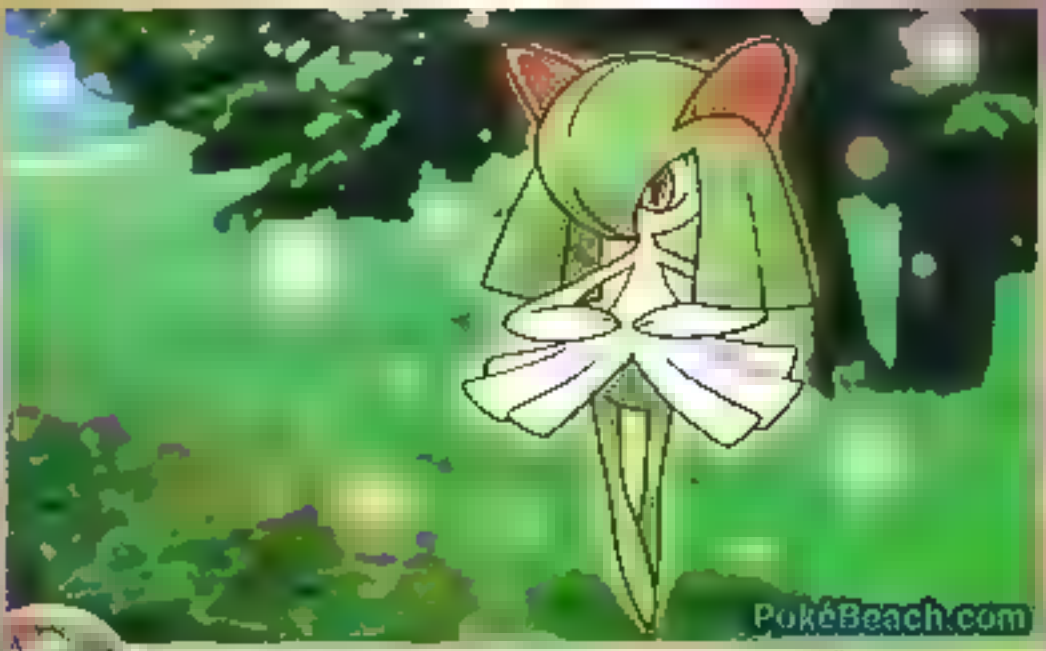
Slap Down 40+

Flip 2 coins. This attack does 40 damage plus 10 more damage for each heads.

weakness resistance retreat cost

Kirlia

70 HP



STAGE 1 *Evolves from Ralts*

Removal Beam 10

Flip a coin. If heads, discard 1 Energy card attached to the Defending Pokémon.

Super Psy 50

weakness resistance retreat cost

Kirlia

70 HP

STAGE 1

Evolves from Ralts

Dazzle Dance

Flip a coin. If heads, each Defending Pokémon is now Confused.

Life Drain

Flip a coin. If heads, put damage counters on the Defending Pokémon until it is 10 HP away from being Knocked Out.

weakness | resistance | retreat cost

Lairon

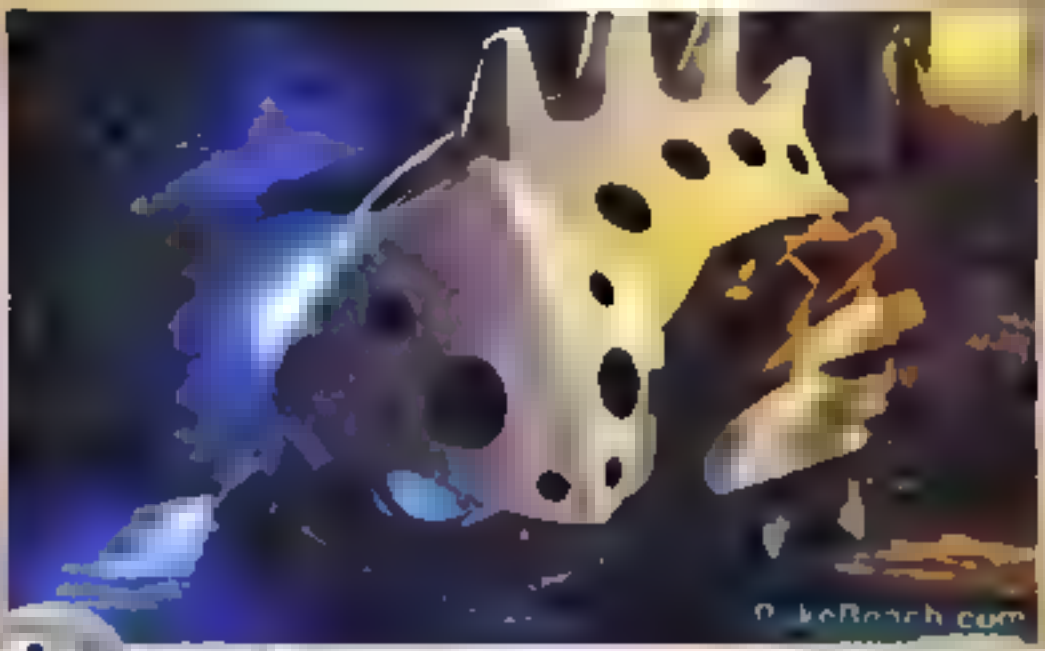
70 HP

Ram 20

Metal Claw 40

Lairon

80 HP



Evolves from Aron

Magnitude 20

Does 10 damage to each Benched Pokemon *(both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokemon.)*

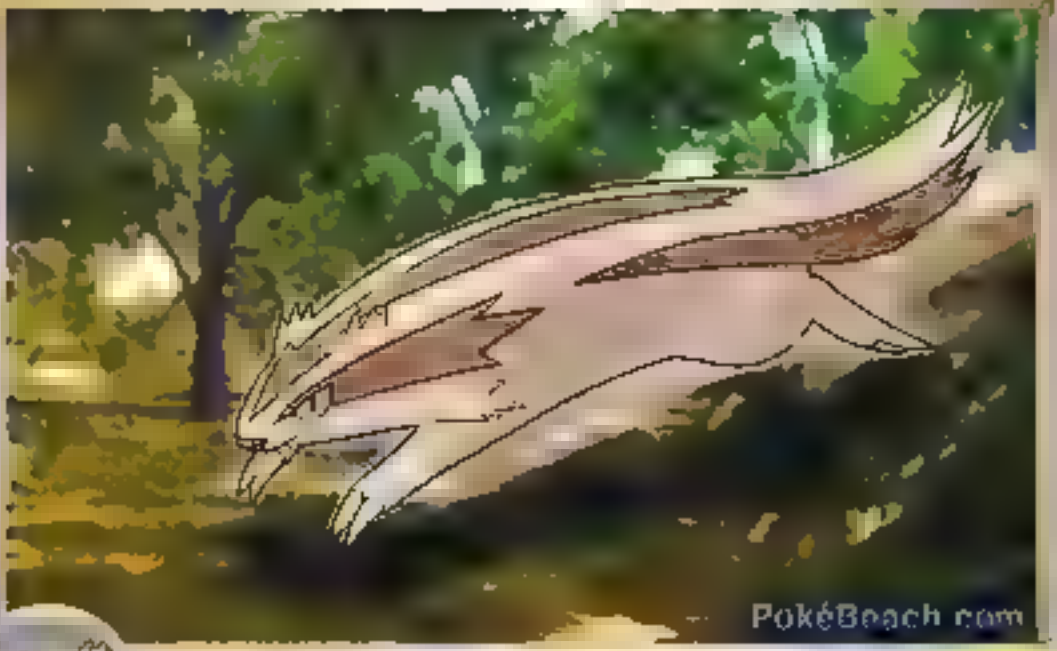
One-Two Strike 30+

Flip 2 coins This attack does 30 damage plus 20 more damage for each heads.

weakness resistance 30 retreat cost

Linoone

70 HP



STAGE 1 Evolves from Zigzagoon

Seek Out

Search your deck for up to 2 cards and put them into your hand. Shuffle your deck afterward.

Continuous Headbutt 40×

Flip a coin until you get tails. This attack does 40 damage times the number of heads.

weakness resistance retreat cost

Manectric

70 HP

STAGE 1 *Evolves from Electrike*

Illus. Ken Sugimori

Thundershock 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Gigashock 40

Does 10 damage to 2 of your opponent's Benched Pokémon (1 if there is only 1). *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance -30 retreat cost

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Marshtomp

70 HP

STAGE 1

Evolves from Mudkip

Bubble 10

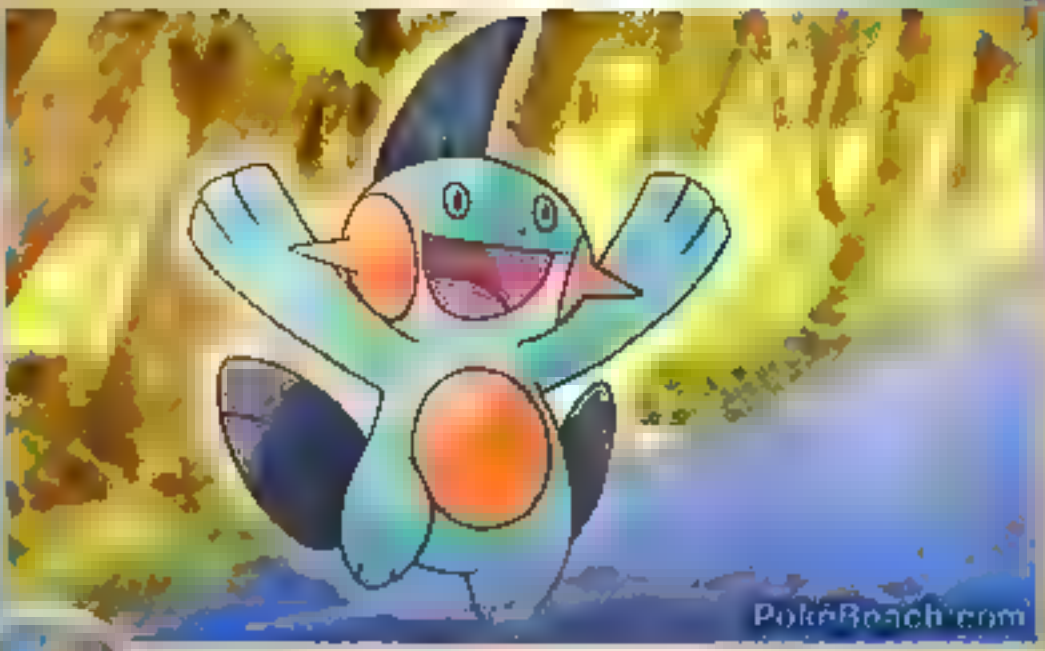
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Slash 40

weakness | resistance | retreat cost

Marshtomp

80 HP



Illus. Keiji Sugiura

STAGE 1 Evolves from Mudkip

Poké-BODY **Natural Cure**

When you attach a Energy card from your hand to Marshtomp, remove all Special Conditions from Marshtomp.

Aqua Sonic 20

This attack's damage is not affected by Resistance.

weakness resistance retreat cost

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Mightyena

70 HP

STAGE 1 Evolves from Poochyena

Bite 20

Ambush 30+

Flip a coin. If heads, this attack does 30 damage plus 30 more damage.

weakness resistance -30 retreat cost

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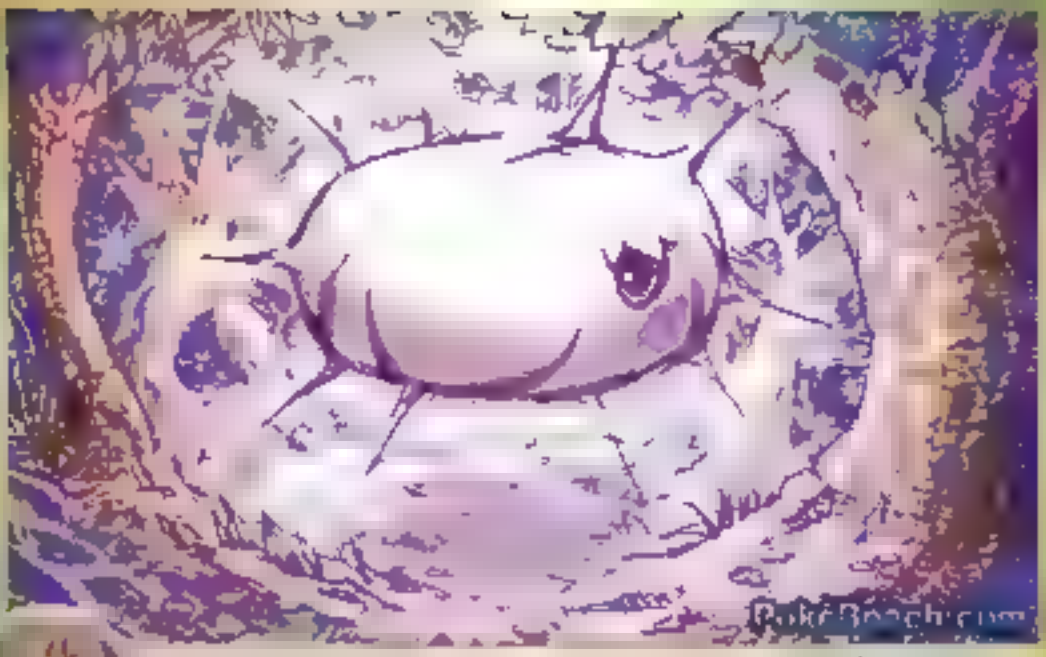
Silcoon

60 HP



STAGE 1 Evolves from Wurmple

Poké-BODY **Hard Cocoon**

During your opponent's turn, if Silcoon would be damaged by an opponent's attack *(after applying Weakness and Resistance)*, flip a coin. If heads, reduce that damage by 30

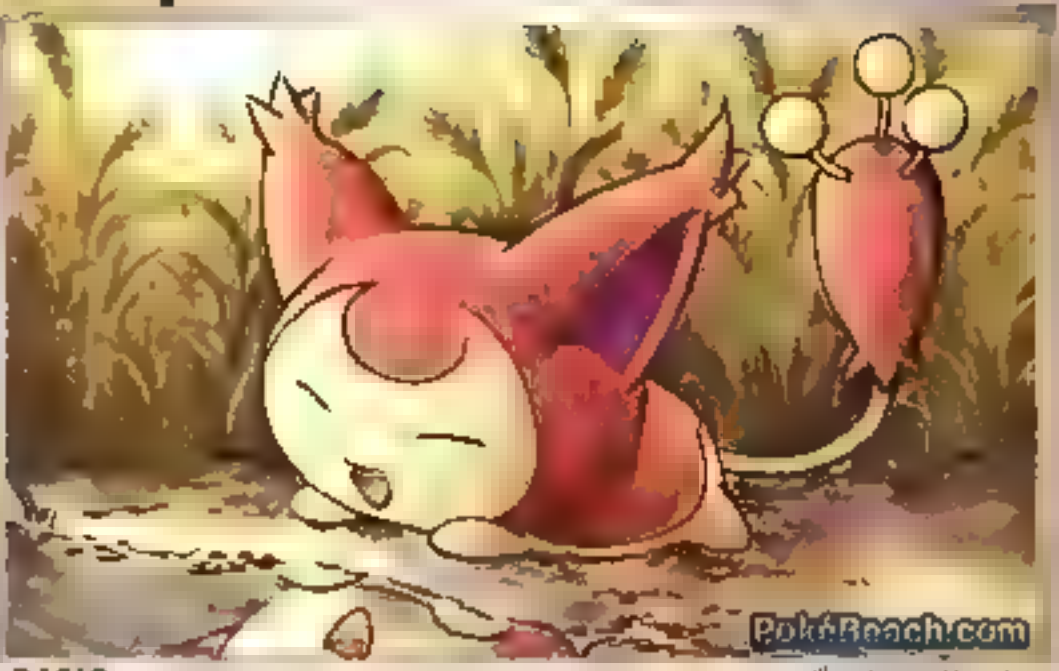
Gooey Thread 10

The Defending Pokémon can't retreat until the end of your opponent's next turn.

weakness resistance retreat cost

Skitty

40 HP



BASIC

Illus. Ayaka Harada

Minor Errand-Running

Search your deck for 2 basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Lullaby 10

The Defending Pokémon is now Asleep.

weakness | resistance | retreat cost

Slakoth

40 HP

BASIC

Illus. Ayaka Yoshida

Claw 20

Flip a coin. If tails, this attack does nothing.

Slack Off

Remove all damage counters from Slakoth. Slakoth can't attack during your next turn.

weakness resistance retreat cost

Swellow

70 HP

STAGE 1 *Evolves from Taillow*

Illus. Ken Sugimori

Poké-POWER **Drive Off**

Once during your turn *(before your attack)*, if Swellow is your Active Pokémon, you may switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. Your opponent picks the Benched Pokémon to switch. This power can't be used if Swellow is affected by a Special Condition.

Wing Attack 30

weakness resistance -30 retreat cost

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Vigoroth

70 HP

STAGE 1 Evolves from Slakoth

Illus. Kagemaru Himeno

Fury Swipes 20×

Flip 3 coins This attack does 20 damage times the number of heads.

Rage 20+

Does 20 damage plus 10 more damage for each damage counter on Vigoroth.

weakness resistance retreat cost

Wailmer

80 HP

BASIC

Illus. Mitsuhiro Arita

Rest

Remove all Special Conditions and 4 damage counters from Wailmer (all if there are less than 4). Wailmer is now Asleep.

Water Gun 20+

This attack does 20 damage plus 10 more damage for each Energy attached to Wailmer but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

weakness | resistance | retreat cost

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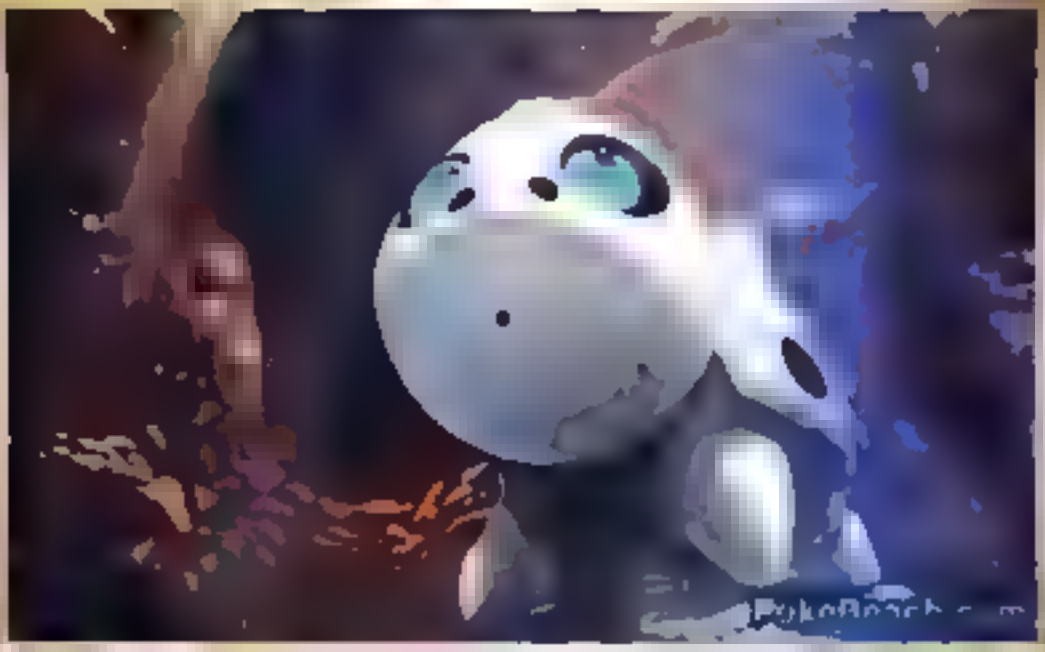
Aron

40 HP



BASIC

Teary Eyes

During your opponent's next turn, any damage done to Aron by attacks is reduced by 10

Ram 20

weakness resistance -30 retreat cost

Aron

50 HP

Gnaw 10

Carvanha

40 HP

BASIC

Poké-BODY **Rough Skin**

If Carvanha is your Active Pokémon and is damaged by an opponent's attack *(even if Carvanha is Knocked Out)*, put 1 damage counter on the Attacking Pokémon.

Big Bite 10

The Defending Pokémon can't retreat until the end of your opponent's next turn.

weakness resistance retreat cost

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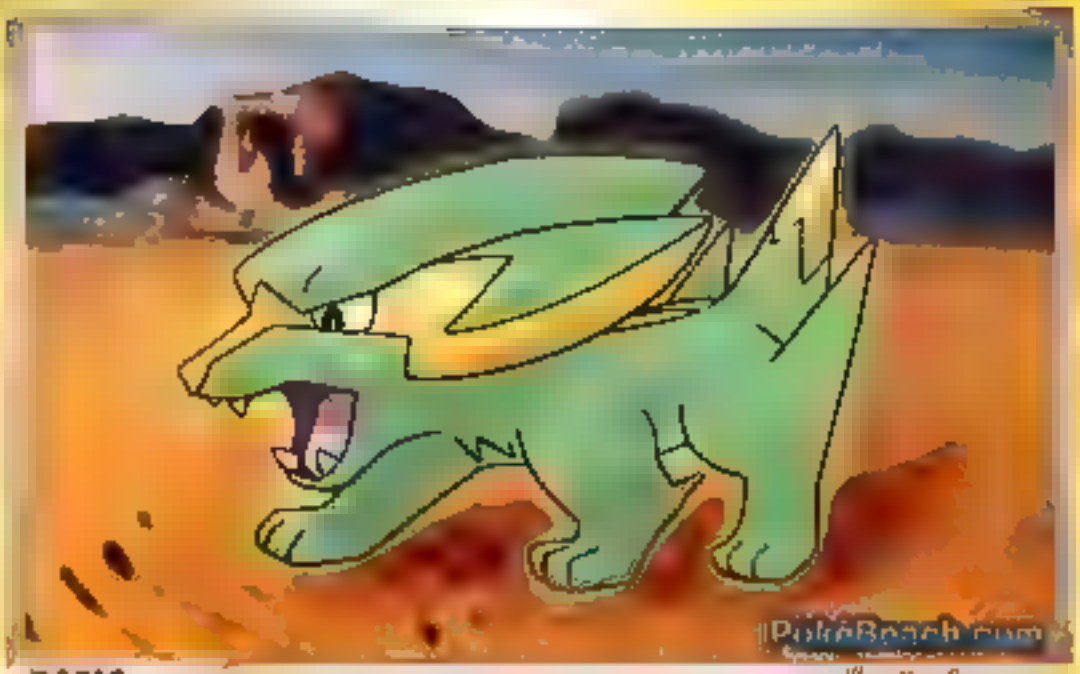
Electrike

50 HP



BASIC

Illus. Ken Sugimori

Headbutt 10

weakness

resistance 30

retreat cost

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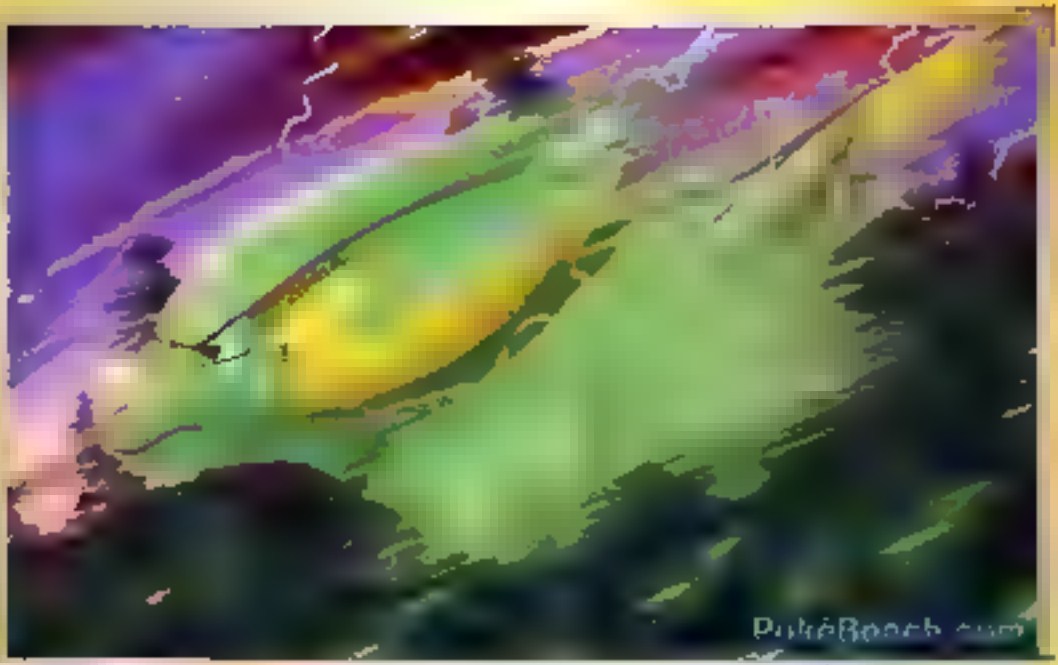
Electrike

50 HP



BASIC

Illus. Atsuhiro Arita

Super Thunder Wave

Flip a coin. If heads, each Defending Pokémon is now Paralyzed.

Tackle 20

weakness | resistance -30 | retreat cost

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Koffing

50 HP

BASIC

Illus. Atsuko Nishida

Tackle 10

Double-edge 30

Koffing does 10 damage to itself.

weakness resistance retreat cost

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Goldeen

50 HP

BASIC

Illus. Hajime Asaojima

Flail 10×

Does 10 damage for each damage counter on Goldeen.

weakness resistance retreat cost

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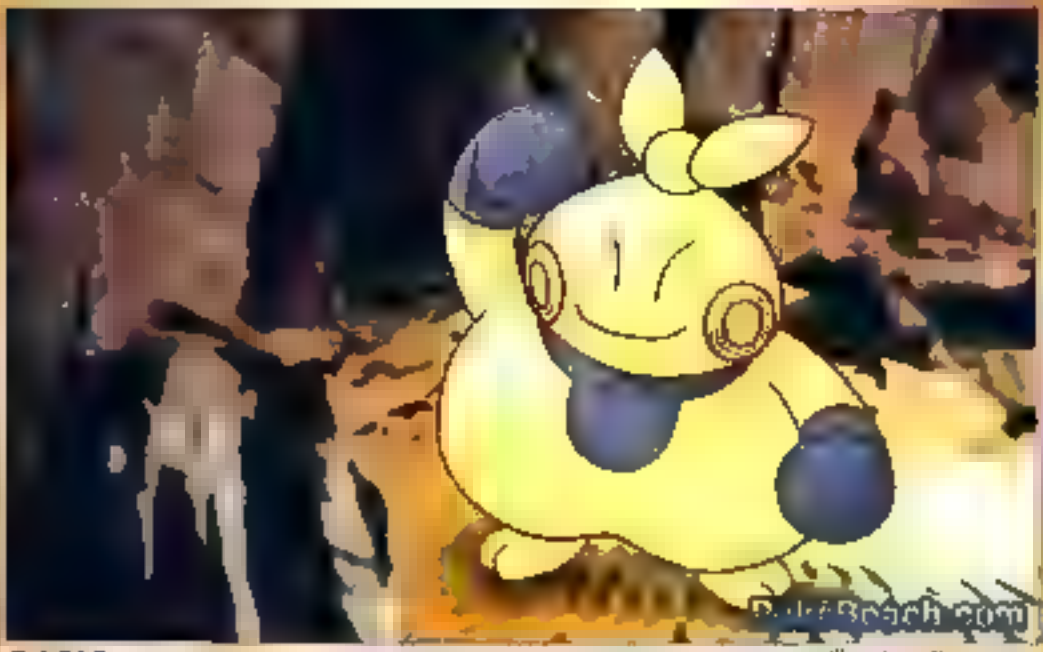
Makuhita

50 HP



BASIC

Illus. Ken Sugimori

★	Slap Push	10
★ ★	Lunge Out	20

weakness | resistance | retreat cost

Makuhita

50 HP

BASIC

Fling

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

Low Kick 30

weakness resistance retreat cost

Makuhita

50 HP

BASIC

Illus. Naoyo Kimura

Fake Out 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

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Mudkip

50 HP

BASIC

Illus. Mitsuhiro Arita

Bubble 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

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Mudkip

50 HP

BASIC

Pound 10

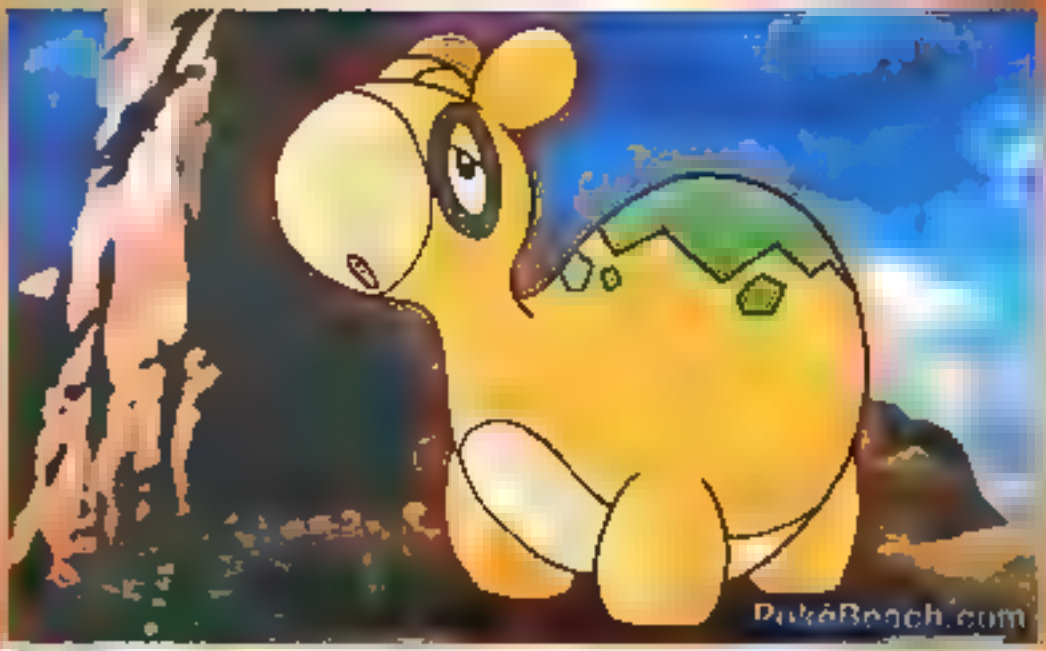
Fury Swipes 10×

Flip 3 coins. This attack does 10 damage times the number of heads.

weakness resistance retreat cost

Numel

50 HP



BASIC

Illus. Ken Sugimori

Headbutt 10

Burn Off

Flip a coin. If heads, each Defending Pokémon is now Burned.

weakness resistance retreat cost

©2003 Pokémon

Phanpy

50 HP

BASIC

Illus. Kagemaru Himeno

Stampede 10

Trembler

Flip a coin. If heads, this attack does 10 damage to each Defending Pokémon, and each Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

Poochyena

40 HP

BASIC

Bite 10

weakness resistance -30 retreat cost

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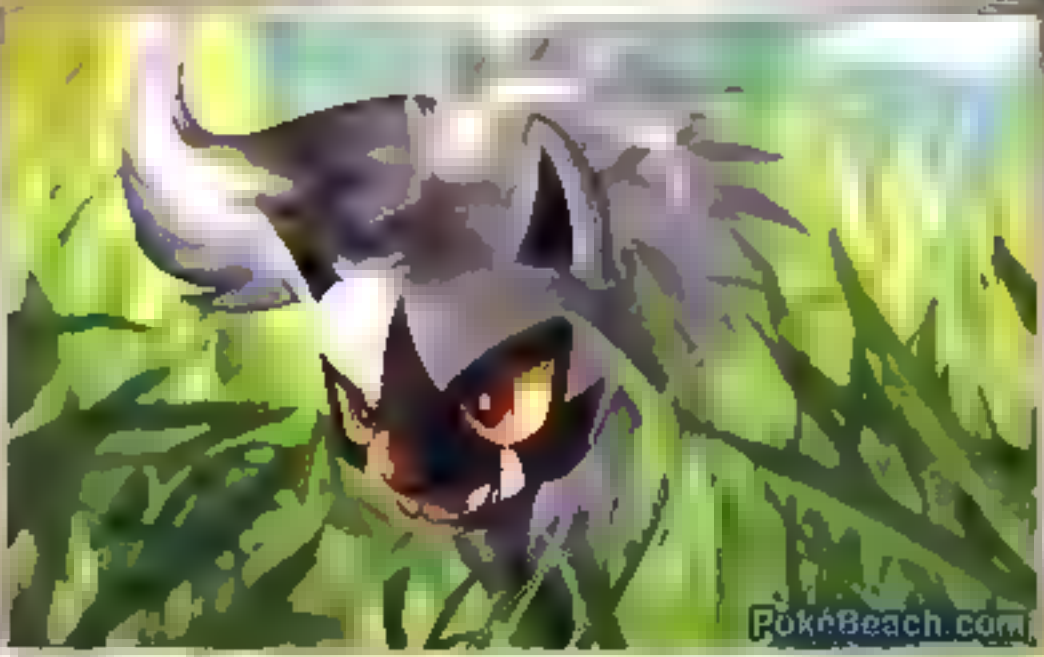
Poochyena

50 HP



BASIC

Knock Off

Flip a coin. If heads, choose 1 card from your opponent's hand without looking and discard it.

Rear Kick 20

weakness resistance -30 retreat cost

SQUIRA-1G3 ©2003 Pokémon/Nintendo ID: G-32-# 64/109

Poochyena

50 HP

BASIC

Shadow Bind 10

The Defending Pokémon can't retreat until the end of your opponent's next turn.

weakness resistance -30 retreat cost

©2003 Pokémon/Nintendo

Ralts

50 HP

BASIC

Confuse Ray 10

Flip a coin. If heads, the Defending Pokémon is now Confused

weakness resistance retreat cost

Ralts

50 HP

BASIC

Illus. Atsuko Nishida

Headbutt 10

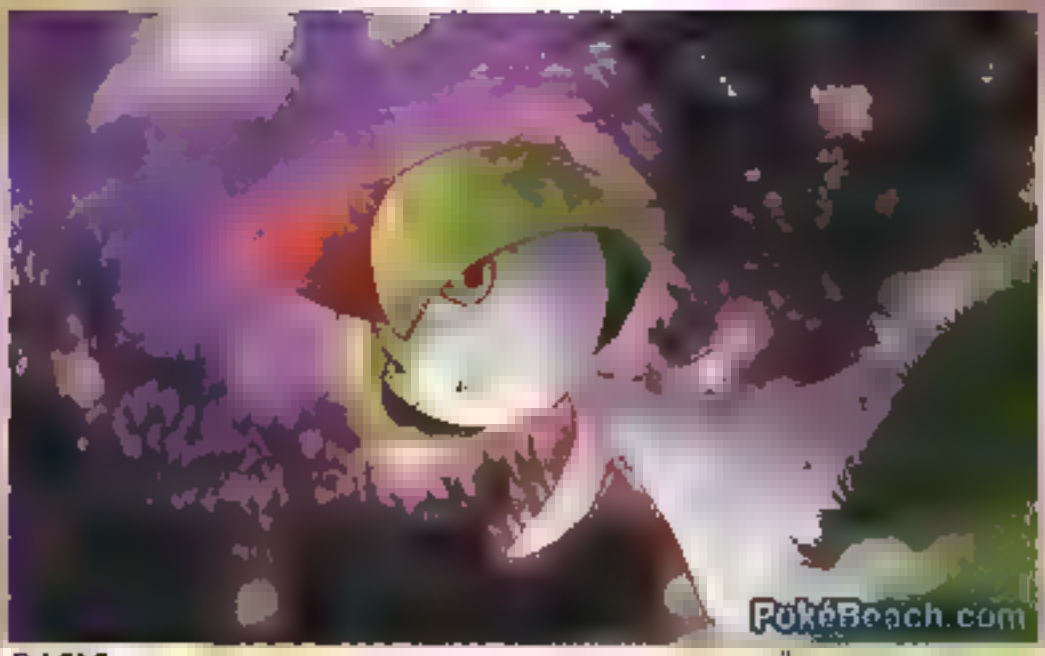
Hypnoblast 20

The Defending Pokémon is now Asleep.

weakness resistance retreat cost

Ralts

50 HP



BASIC

Pound 10

Link Blast 40

If Ralts and the Defending Pokémon have a different amount of Energy attached to them, this attack's base damage is 10 instead of 40.

weakness resistance retreat cost

Shroomish

40 HP

BASIC

Sleep Powder 10

The Defending Pokémon is now Asleep.

weakness resistance -30 retreat cost

Skitty

40 HP

BASIC

Illus. Ken Sugimori

Plus Energy

Attach a basic Energy card from your hand to 1 of your Pokémon.

Scratch 10

weakness resistance retreat cost

Skitty

50 HP

BASIC

Illus. Atsuko Nishida

Tackle 10

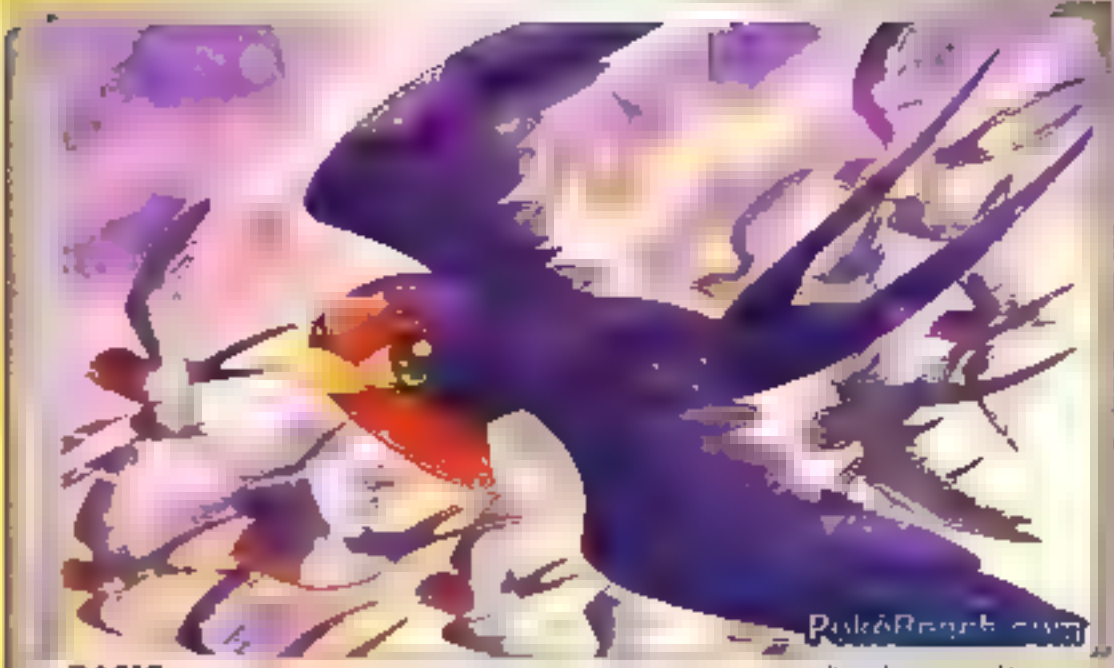
Lunge 30

Flip a coin. If tails, this attack does nothing.

weakness resistance retreat cost

Taillow

40 HP



BASIC

Illus. Kagemaru Himeno

Peck 10

Wing Attack 20

weakness

resistance -30

retreat cost

Torchic

40 HP

BASIC

Illus. Ken Sugimori

Peck 10

Fireworks 30

Flip a coin. If tails, discard a Energy card attached to Torchic.

weakness resistance retreat cost

Torchic

50 HP

BASIC

Singe

Flip a coin. If heads, the Defending Pokémon is now Burned.

weakness | resistance | retreat cost

Treecko

40 HP

BASIC

Illus. Mitsuhiro Arita

Poison Breath

Flip a coin. If heads, the Defending Pokémon is now Poisoned.

weakness

resistance -30

retreat cost

Treecko

40 HP

BASIC

Illus. Ken Sugimori

Tail Slap 10

Razor Leaf 20

weakness resistance -30 retreat cost

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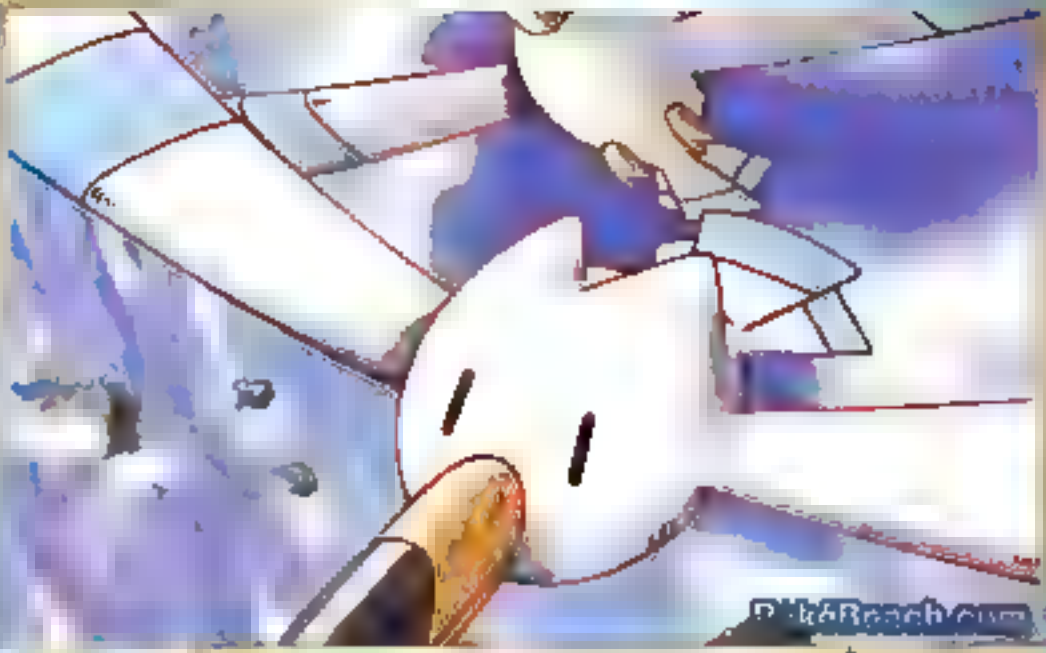
Wingull

40 HP



BASIC

Illus. Kouki Saitou

Surprise Attack 20

Flip a coin. If tails, this attack does nothing.

weakness | resistance -30 | retreat cost

©2003 Pokémon/Nintendo

Wurmple

50 HP

BASIC

Signs of Evolution

Search your deck for Silcoon and Beautifly, or Cascoon and Dustox cards. Show 1 card or both cards of a pair to your opponent and put them into your hand. Shuffle your deck afterward.

Poison Barb

The Defending Pokémon is now Poisoned.

weakness | resistance | retreat cost

Zigzagoon

40 HP

BASIC

illus. Ayaka Nishida

Fury Swipes 10×

Flip 3 coins. This attack does 10 damage times the number of heads

weakness resistance retreat cost

TRAINER

Energy Removal 2

Illus. Keiji Kinebuchi

Flip a coin. If heads, choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.

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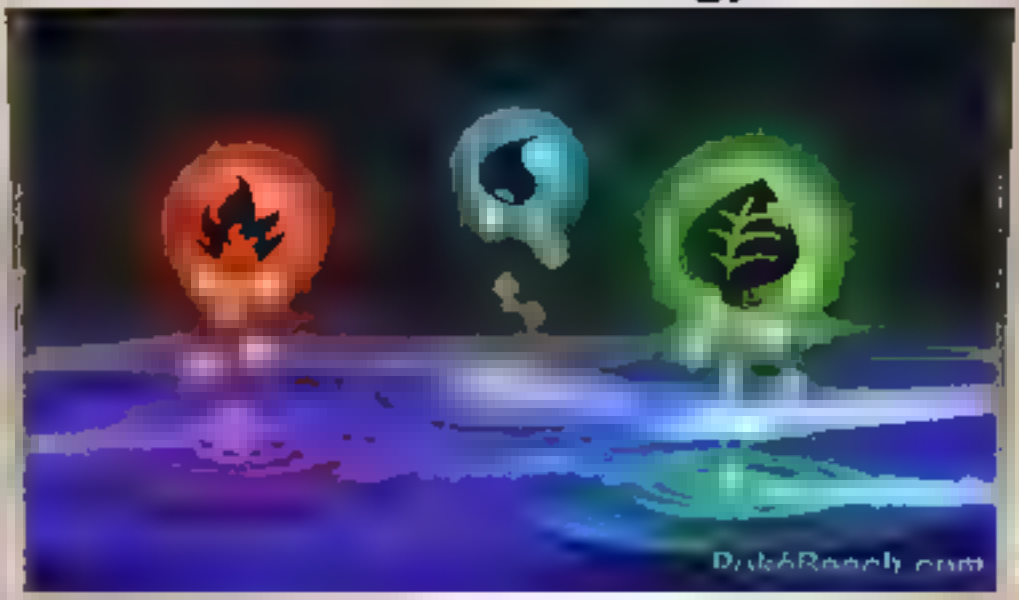
TRAINER

Energy Restore



Illus. Hideyuki Nakajima

Flip 3 coins. For each heads, put a basic Energy card from your discard pile into your hand. If you don't have that many basic Energy cards in your discard pile, put all of them into your hand.

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TRAINER

Energy Switch

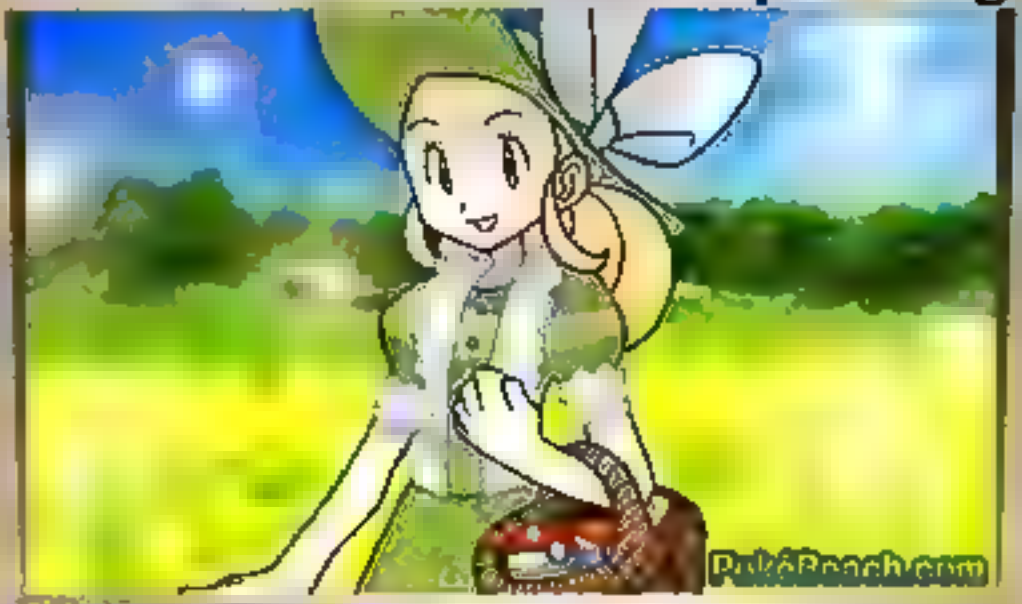
Move a basic Energy card attached to 1 of your Pokémon to another of your Pokémon.

RR-ZOR-2/6 ©2003 Pokémon/Nintendo 82/109

TRAINER

Supporter

Lady Outing



You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for up to 3 different types of basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

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TRAINER

Pokémon Tool

Lum Berry

Illus. Kouki Yamato

Attach Lum Berry to 1 of your Pokemon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

At any time between turns, if the Pokémon this card is attached to is affected by any Special Conditions, remove all of them. Then discard Lum Berry.

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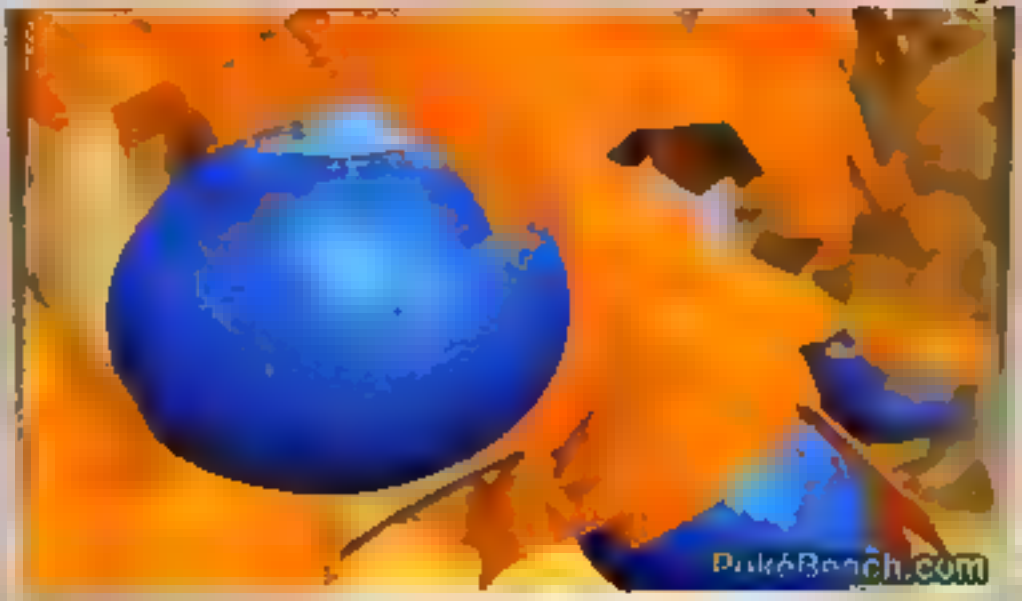
TRAINER

Pokémon Tool

Oran Berry



Illus. Kazuo Yoshinori

Attach Oran Berry to 1 of your Pokemon that doesn't already have a Pokémon Tool attached to it. If that Pokemon is Knocked Out, discard this card.

At any time between turns, if the Pokémon this card is attached to has at least 2 damage counters on it, remove 2 damage counters from it. Then discard Oran Berry.

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TRAINER

Poké Ball

Flip a coin. If heads, search your deck for a Basic Pokémon or Evolution card, show it to your opponent and put it into your hand. Shuffle your deck afterward.

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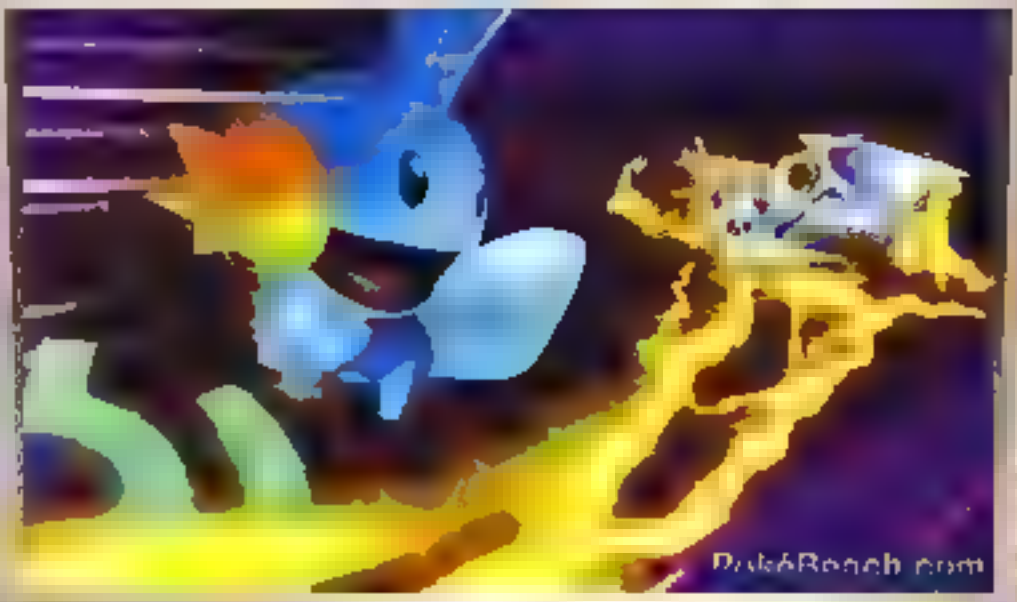
TRAINER

Pokémon Reversal

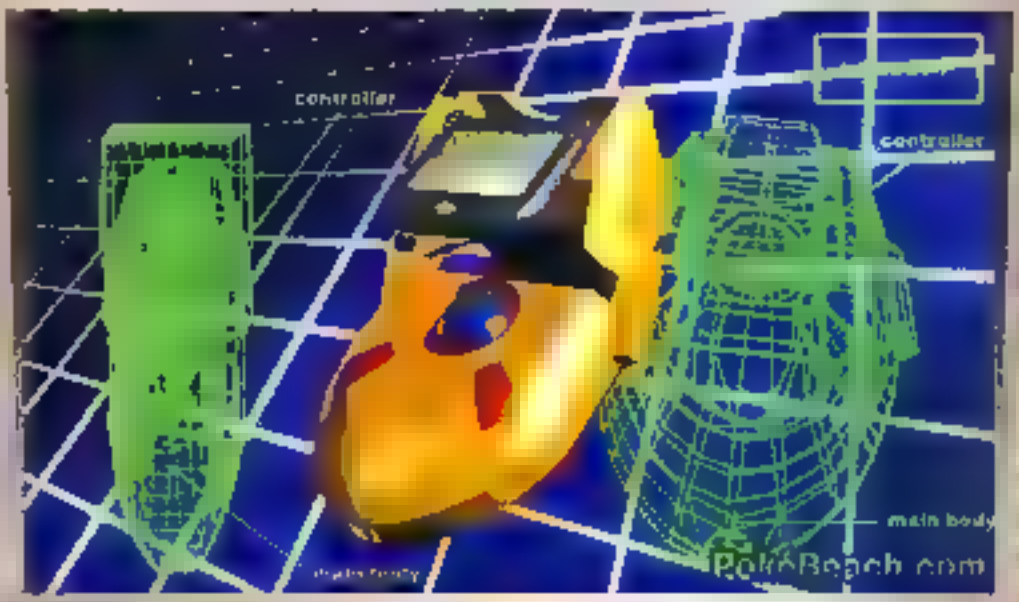


Illus. Hironishi Sugiyama

Flip a coin. If heads, your opponent switches 1 of his or her Active Pokèmon with 1 of his or her Benched Pokémon.

TRAINER

PokéNav



Illus. Katsuro Tobata

Look at the top 3 cards of your deck, and choose a Basic Pokémon, Evolution card, or Energy card. Show it to your opponent and put it into your hand. Put the 2 other cards back on top of your deck in any order.

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TRAINER

Supporter

Professor Birch

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Draw cards from your deck until you have 6 cards in your hand

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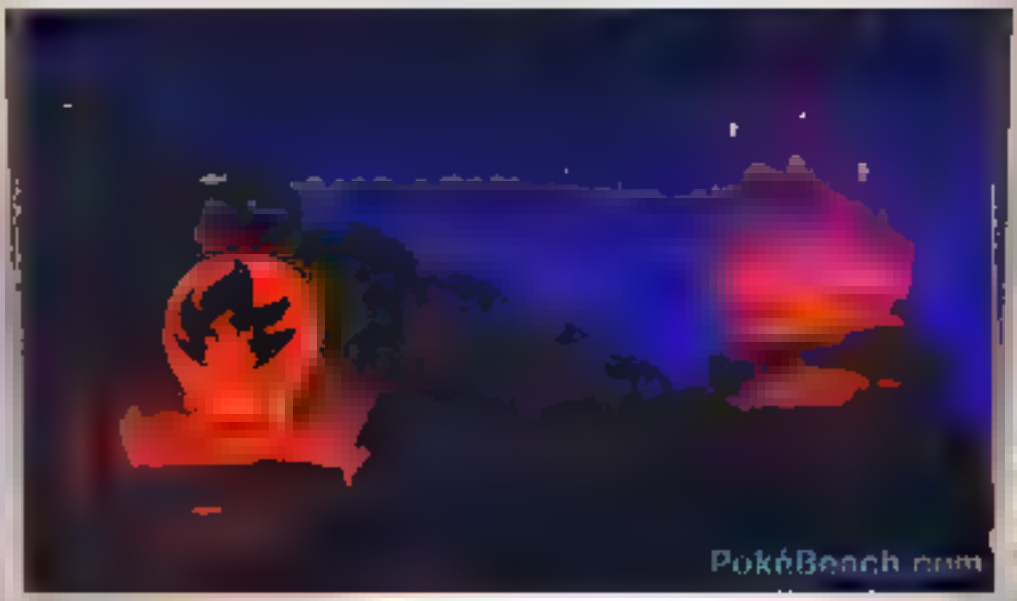
TRAINER

Energy Search



Illus. Ken Ishikawa

Search your deck for a basic Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

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TRAINER

Potion

Illus. Keiji Kinebuchi

Remove 2 damage counters from 1 of your Pokémon (remove 1 damage counter if that Pokémon has only 1).

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TRAINER

Switch

Illus. Hironobu Sugiyama

Switch 1 of your Active Pokémon with 1 of your Benched Pokémon.

ENERGY

PokéBeach.com

Darkness Energy

Special Energy Card

If the Pokémon Darkness Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon *(before applying Weakness and Resistance)*. Ignore this effect unless the Attacking Pokémon is ◑ or has Dark in its name. Darkness Energy provides ◑ Energy. *(Doesn't count as a basic Energy card.)*

Illus. Milky Isobe

ENERGY

Metal Energy

Special Energy Card

Damage done by attacks to the Pokémon that Metal Energy is attached to is reduced by 10 *(after applying Weakness and Resistance)*. Ignore this effect if the Pokémon that Metal Energy is attached to isn't . Metal Energy provides Energy. *(Doesn't count as a basic Energy card.)*

ENERGY

PokéBeach.com

Rainbow Energy

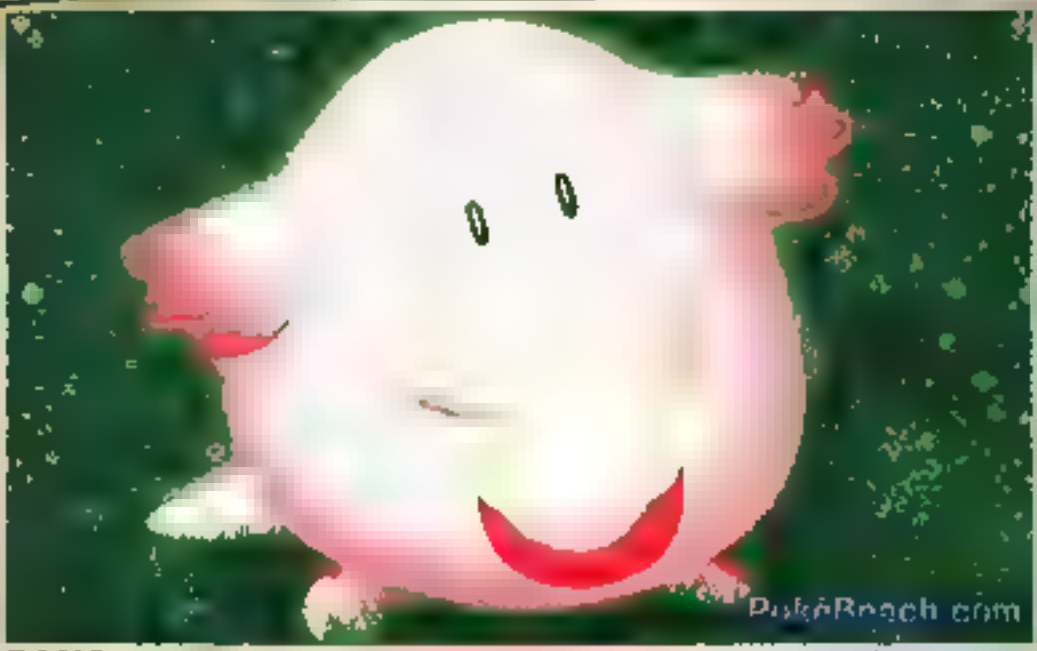
Special Energy

Attach Rainbow Energy to 1 of your Pokémon. While in play, Rainbow Energy provides every type of Energy but provides only 1 Energy at a time. (Doesn't count as a basic Energy card when not in play.) When you attach this card from your hand to 1 of your Pokémon, put 1 damage counter on that Pokémon.

Illus. Takumi Akabane

Chansey ex

120 HP



BASIC

Illus. Ryo Ueda

When Pokémon ex has been **Knocked Out** your opponent takes **2 Prize cards**.

Healing Egg

Remove 2 damage counters (1 if there is only 1) from each of your Pokémon. Remove no damage counters from Chansey ex.

Double-edge 80

Chansey ex does 60 damage to itself.

weakness | resistance | retreat cost

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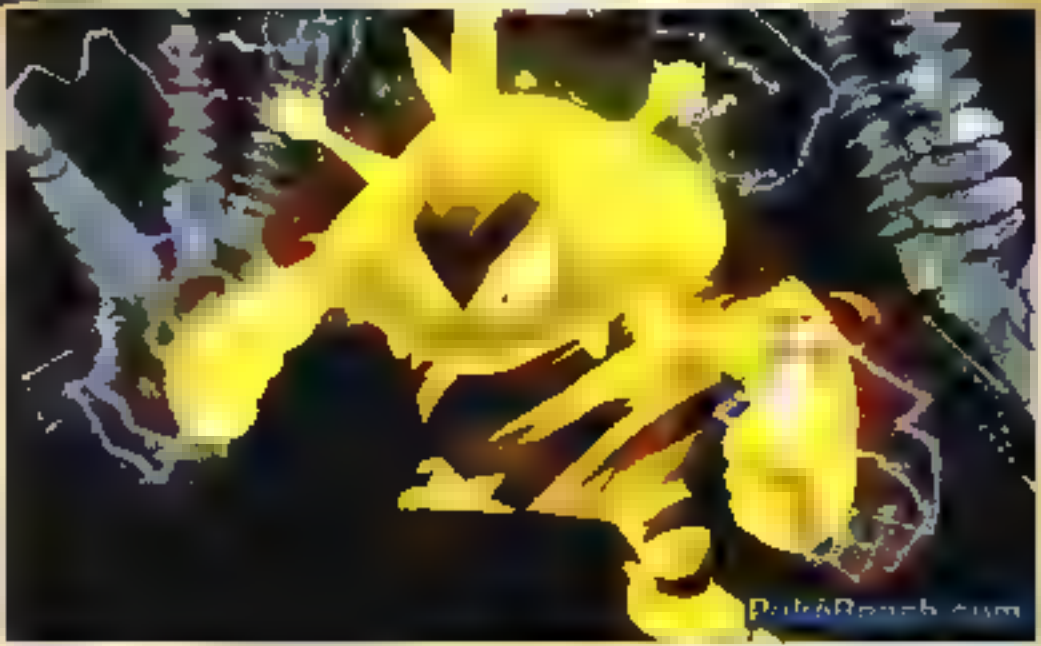
Electabuzz *ex*

90 HP



BASIC

Illus. Hikaru Koike

When Pokemon ex has been **Knocked Out** your opponent takes **2 Prize cards**

Thundershock 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Quick Attack 40+

Flip a coin. If heads, this attack does 40 damage plus 20 more damage.

weakness | resistance -30 | retreat cost

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Hitmonchan *ex*

90 HP

BASIC

Illus. Hiroaki Sugiyama

When Hitmonchan ex has been **Knocked Out** your opponent takes **2 Prize cards**.

Steady Punch 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

Sky Uppercut 50

This attack's damage is not affected by Resistance.

weakness | resistance | retreat cost

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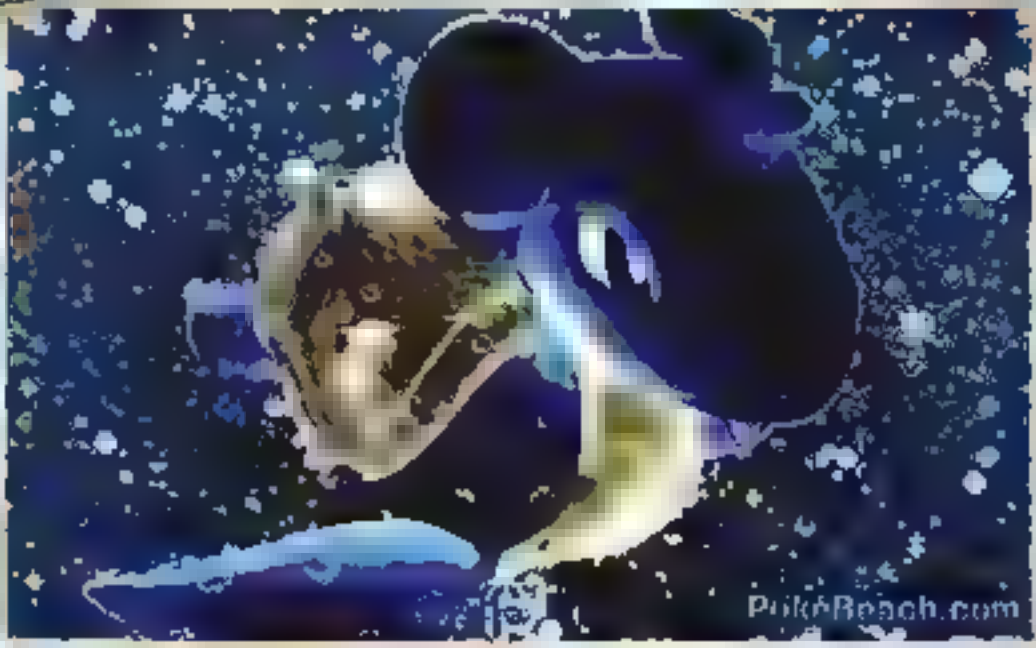
Lapras ex

110 HP



BASIC

Illus. Hikaru Kuse

Knocked Out

2 Prize cards

Energy Ball 10+

Does 10 damage plus 10 more damage for each Energy attached to Lapras ex but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

Confuse Ray 30

The Defending Pokémon is now Confused.

weakness

resistance

retreat cost

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Magmar *ex*

90 HP

BASIC

Illus. Ikuko Kouke

When Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Smokescreen 10

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

Super Singe 40

The Defending Pokémon is now Burned.

weakness | resistance | retreat cost

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Mewtwo *ex*

100 HP

BASIC

Illus. Katsuro Tabata

When Pokémon *ex* is Knocked Out, your opponent takes **2 Prize cards**.

Energy Absorption

Attach up to 2 Energy cards from your discard pile to Mewtwo ex.

Psyburn 60

weakness | resistance | retreat cost

GMH-SFA-KFG

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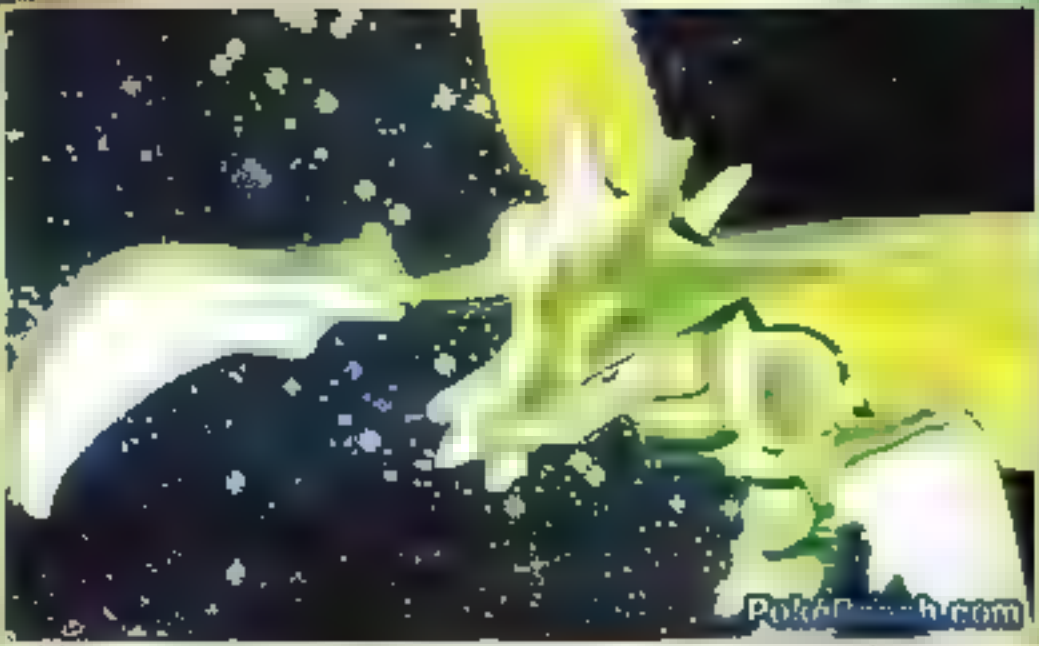
Scyther *ex*

80 HP



BASIC

Illus. Ryo Ueda

When Pokémon ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Agility 10

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Scyther ex during your opponent's next turn.

Slash 50

weakness

resistance -30

retreat cost

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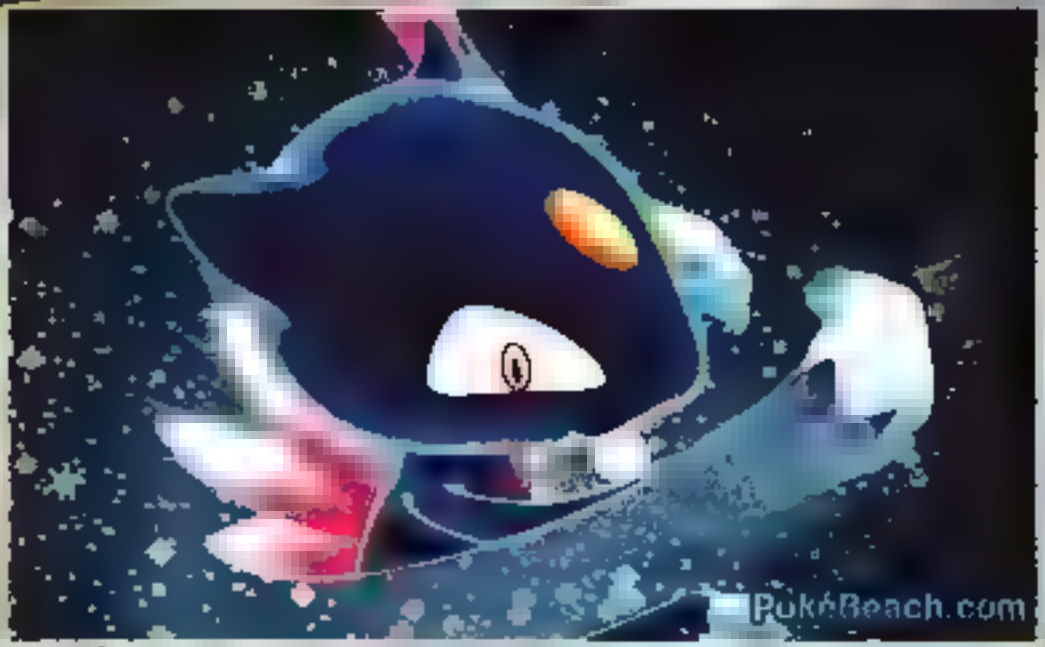
Sneasel *ex*



BASIC

Illus. Ryo Ueda

[illegible] Knocked Out [illegible] 2 Prize cards

Double Scratch 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

* Beat Up 20×

Flip a coin for each of your Pokémon in play (including Sneasel ex). This attack does 20 damage times the number of heads.

weakness resistance -30 retreat cost

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